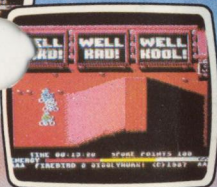
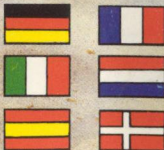




Screen pictures shown  
may be different machine  
versions of game.



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**BMX**  
*Kidz*



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COMMODORE 64/128

**BMX**  
*Kidz*



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\*Correct at time of printing

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# BMX KIDZ

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## LOADING

### COMMODORE 64 OWNERS

1. Connect the cassette unit to your Commodore according to the User Manual.
2. Place the reound cassette into the cassette unit, and press PLAY.
3. Press RUN/STOP and SHIFT simultaneously on your Commodore.

### COMMODORE 128 OWNERS

1. Switch OFF your Commodore 128, and switch it back on whilst holding down the COMMODORE key.

2. Now follow the instructions for Commodore 64 owners above.

*NOTE: Full loading instructions can be found in your Commodore Manual.*

## PLAYING THE GAME

Insert a joystick into either Port of your Commodore 64. Press FIRE to leave the title page. If you wish to skip the TRACK INFORMATION press FIRE again.

Controls for when your bike is on the track:

JOYSTICK RIGHT: ACCELERATE

JOYSTICK LEFT: DECELERATE

JOYSTICK UP: MOVE BIKE LEFT  
(UP THE SCREEN)

JOYSTICK DOWN: MOVE BIKE RIGHT  
(DOWN THE SCREEN)

FIRE: PULL A WHEELIE  
(RELEASE FIRE TO STOP WHEELIE)

**NOTE: POPPING WHEELIES WHEN ON A RAMP WILL CAUSE THE BIKE TO JUMP**

Controls for when your bike is in mid air:

JOYSTICK LEFT/RIGHT: ADJUST ANGLE OF BIKE IN AIR

FIRE: PERFORM A STUNT (EXTRA SKILL POINTS AWARDED)

Controls at any time:

R/S: PAUSE GAME

Q: QUIT TO TITLE PAGE

R: RESTART AFTER PAUSE

**PLAYING HINTS:** Collect cans of fizzy pop for energy.

Collect bouncing wheels for spoke points. If you run out of either you'll come a cropper!

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